



HARDCORE

Interested in an even more tactical experience? Then use these Hard core Rules!

BIDDING

In Hardcore, turn order is determined by bidding. The opening bidder is the player who lost the last match.

The opening bidder declares a number between 0 and 9. This is the amount of damage the player is willing to take before the game begins to gain the choice of going first or second.

The other player then passes or increases the bid by 1 point or more. Bidding continues until a player passes.

The winner places the balance token on the opponent's side of the balance track equal to the number of points bid as if damage had been dealt. They then choose to go first or second.



DRAFTING

Instead of pre-selecting Champions, players can create a squad by Drafting.

The Draft begins after the players have determined the turn order and their Factions.

The second player begins the draft by choosing and revealing 1 Champion from their Faction for their squad. The players then alternate back and forth, revealing Champions until each has selected 3 from the total available.

SERIES

When playing Hardcore, the players play a series 3 games. The first player to win 2 games wins.

When drafting Champions, a player may not choose a Champion used in an earlier game of the series.



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